

PATENT APPLICATION FEE DETERMINATION RECORD
Effective October 1, 2003

Application or Docket Number

10/510323

CLAIMS AS FILED - PART I

(Column 1) (Column 2)

TOTAL CLAIMS		AMENDED		
FOR		NUMBER FILED	NUMBER EXTRA	
TOTAL CHARGEABLE CLAIMS		minus 20 =		
INDEPENDENT CLAIMS		minus 3 =		
MULTIPLE DEPENDENT CLAIM PRESENT				<input type="checkbox"/>

* If the difference in column 1 is less than zero, enter "0" in column 2

CLAIMS AS AMENDED - PART II

(Column 1) (Column 2) (Column 3)

AMENDMENT	CLAIMS REMAINING AFTER AMENDMENT			
		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	
Total	21	Minus	20	= 7
Independent	2	Minus	3	= 0
PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

SMALL ENTITY
TYPE

RATE	FEES	RATE	FEES
BASIC FEE		OR BASIC FEE	950
XS 9 =		OR XS18 =	
44		OR 88	
150		OR 300	
TOTAL		OR TOTAL	950

OTHER THAN
OR SMALL ENTITY

SMALL ENTITY OR SMALL ENTITY

RATE	ADDI- TIONAL FEE	RATE	ADDI- TIONAL FEE
XS 9 =		OR XS18 =	126
44		OR 88	
150		OR 300	300
TOTAL ADDIT. FEE		OR TOTAL ADDIT. FEE	426 (R)

2/26/07

(Column 1) (Column 2) (Column 3)

AMENDMENT	CLAIMS REMAINING AFTER AMENDMENT			
		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	
Total	20	Minus	20	=
Independent	5	Minus	3	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

AMENDMENT B

RATE	ADDI- TIONAL FEE
XS 9 =	
TOTAL ADDIT. FEE	

RATE	ADDI- TIONAL FEE
XS18 =	
TOTAL ADDIT. FEE	

AMENDMENT	CLAIMS REMAINING AFTER AMENDMENT			
		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	
Total	30	Minus	30	=
Independent	5	Minus	3	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

RATE	ADDI- TIONAL FEE
XS 9 =	
TOTAL ADDIT. FEE	

RATE	ADDI- TIONAL FEE
XS18 =	
TOTAL ADDIT. FEE	

- If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
- If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
- If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
- The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.